INSTRUCTION BOOKLET

WORLD CUP 98

FRANCE 98
OFFICIAL
LICENSED PRODUCT

SOLD BY

EA SPORTS™

ELECTRONIC ARTS™
1450 Fashion Island Blvd.
San Mateo, CA 94404-2064

PRINTED IN JAPAN

EVERYONE

E

CONTENT RATED BY
ESRB

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

WORLD CUP 98

TABLE OF CONTENTS

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.
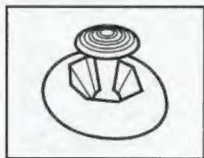
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo® 64 Control Deck. **WARNING:** Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the Controller Socket 1 on the Control Deck.

3. If you're playing against a friend, plug the other Controller into Controller Socket 2.

4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.

5. Turn ON the power switch. To proceed, ➤ *Menu Navigation* on p. 10. (If nothing appears on the screen, begin again at step **1**.)

6. To access the Controller Pak menu, hold **START** while turning the power on.

WORLD CUP 98

WELCOME TO WORLD CUP 98!

Welcome to the official World Cup 98 soccer game for the N64, the closest you'll come to the real thing, featuring

The Only Realistic France 98 Atmosphere

- All 32 final qualifying teams and eight teams we wish had qualified.
- Accurate World Cup squads and player skill levels
- Classics mode with 8 of the all-time greatest World Cup final matches from 1930 to 1982*
- Official World Cup France 98 stadiums
- Thrilling match commentary

All-New In-Game Features

- In-game team management and tactics: now you can change formations and strategies as you play!
- Tactic mode: run pre-set plays, like a wing -back run, offside trap, and attacking press in any formation
- All-new motion-captured player animations
- Faster engine and sophisticated AI

*To play in Classics Mode you must first win the World Cup with one of this year's 40 teams. Classics Mode then becomes an option available at the Main menu.

CONTROLLER

START
L Button
R Button
Control Pad
C Buttons
B Button
A Button
Control Stick

BACK OF CONTROLLER

N64 Controller Pak™
Connector Slot
Z Button
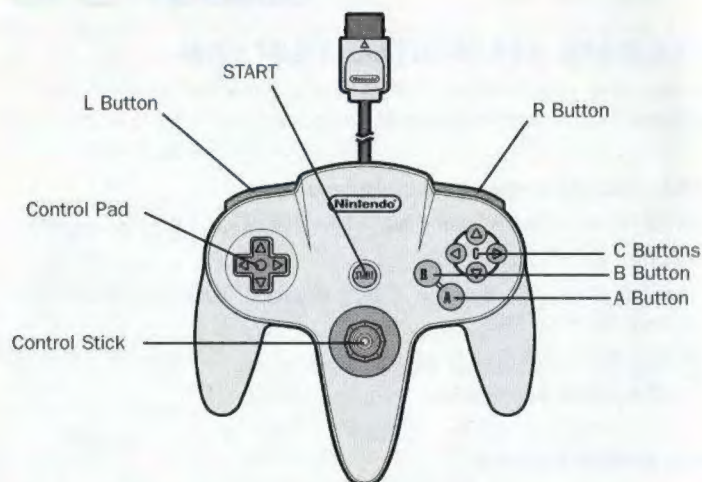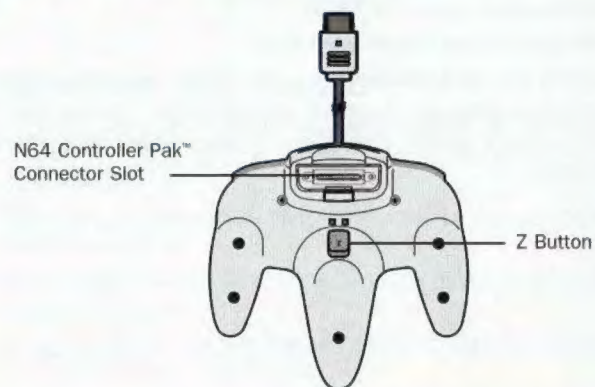
WORLD CUP 98

COMMAND SUMMARY

These commands describe every situation.

NOTE: If you have a Controller Pak plugged into Controller 1, you can erase saved games on your Controller Pak using the Controller Pak menu. To access the Controller Pak menu, hold START while turning the power on.

General Commands

Move	Control Stick
Pause Game	**START**

Defense

Aggressive Slide Tackle	**C↓**
Conservative Tackle	**B**
Switch Player	**A**
Sprint	**C←** (Tap)
Intentional Foul	**C↑**

Offense

GENERAL

Pass	**A**
Shoot	**B**
Poke Shot	**B** (Tap)
Chip Shot	**C↓** (Double-tap)
Lob	**C↓** (Hold to power up)
Sprint	**C←** (Tap)
Jump a Slide Tackle	**C↑**
Through Pass	**C→**
Skill Mode 1	**Z** (Hold)
Skill Mode 2	**R** (Hold)

RECEIVING A PASS

First-Time Pass	**A**
First-Time Lob	**C↓**
First-Time Chip Shot	**C↓** (Double-tap)
First-Time Through Pass	**C→**
First-Time Shot	**B**
First-Time Poke Shot	**B** (Tap)

When The Ball Is In Air

Switch to Closest Player	**A**, **B**, or **C↓** (Release the button before the ball reaches the player.)
High Volley (lob)	**C↓** (Tap and Hold)
Volleyed Pass	**A** (Tap and Hold)
Volley or Bicycle Kick Shot	**B** (Tap and Hold)
High Header (lob)	**C↓** (Hold)
Headed Pass	**A** (Hold)
Header toward Goal	**B** (Hold)

To perform a header:

1. As soon as the ball is in the air, hold **A**, **B** or **C↓**. The teammate closest to where the ball will land moves into position to head the ball. (The sooner you hold the button, the more time he has to get into position.)

2. Hold the button until the player heads the ball. If you release the button, the player does not perform a header but remains in your control.

Free Kick

NORMAL MODE

Move Target Arrow	Control Stick
Kick Ball along Arrow's Trajectory	**C↓**, **A**, or **B**
Toggle View Mode (Normal/Receiver/Target)	**C→**

RECEIVING A FREE KICK

Switch Player	**A**
Lob (Powered Up for Lead)	**C↓**
Hard Kick to Player	**B**
Sprint	**C←** (Tap)
Toggle View Mode (Normal/Receiver/Target)	**C→**
Intentional Foul (After ball has been kicked)	**C↑**

TARGET MODE

Lob to Target	**C↓**
Pass to Target	**A**
Power Kick to Target	**B**
Toggle View Mode (Normal/Receiver/Target)	**C→**

Throw-In

❑ Throw-In commands are the same as Free Kick commands with the following exceptions.

RECEIVING A THROW-IN

Long Throw to Player	**C↓**
Short Throw to Player	**B**

TARGET MODE

Long Throw to Target	**C↓**
Medium Throw to Target	**A**
Short Throw to Target	**B**

Corner Kick

❑ Corner Kick commands are the same as Free Kick commands with the following exceptions.

RECEIVER MODE

High Cross to Receiver	**C↓**
Switch Player	**A**
Low Cross to Receiver	**B**
Sprint	**C← (Tap)**

TARGET MODE

Lob to Target	**C↓**
Pass to Target	**A**
Low Cross to Target	**B**

When Your Goalie Has The Ball

GENERAL

Throw to Player	**C↓** or **A**
Punt to Player	**B**
Drop Ball (Revert to Possession Mode)	**C←**

NORMAL MODE

❑ Goal Kick commands are the same as Free Kick commands with the following exceptions.

RECEIVING A GOAL KICK

Lob	**C↓**
Switch Player	**A**
Clear to Player	**B**

TARGET MODE

Clear to Target	**B**

Penalty Kick

SHOT TAKER

Target Shot	Control Stick
Switch Kicking Side	**C↓**
Switch Shooter (Not Available in Penalty Kick Shoot-out Mode)	**A**
Shoot	**B**

8

GOALIE

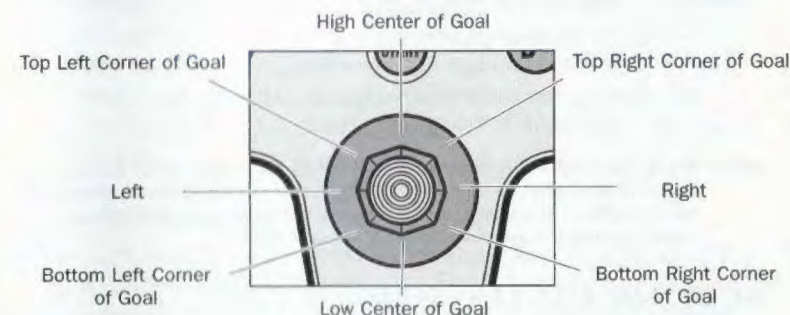|	
Move Along Line/ Choose Direction of Save	Control Stick
Attempt Save	**C↓**, **A**, or **B**

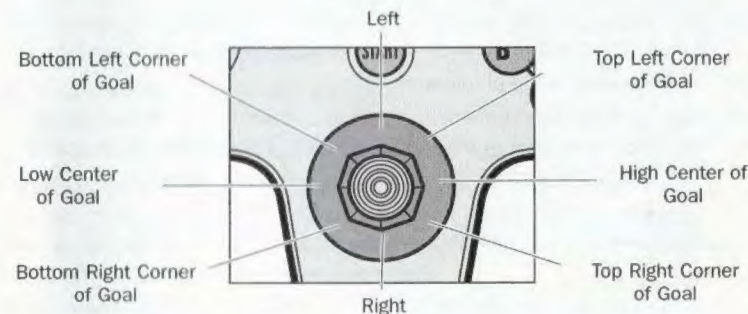## Shot Targeting

While you hold **B** (shoot), the Control Stick directs the ball relative to the camera view:

EA TIP To perform your own sound effects after scoring or conceding a goal, press **A**, **B**, **C←**, or **C↓**.

Ball Camera

Sideline Camera

9

Press **R** to Activate Option icons.

Options

Team Management

Load

Credits

Help Text

1. Control Pad to highlight item.
2. Press **A** to select item.
3. Control Pad to cycle highlighted items.
4. Press **A** to select. When options are set up, press **START** to advance.

NOTE: Turn on HANDICAPPING in OPTIONS to make two teams with different skill levels play at the same skill level. This option levels the field so that you and a friend can go head-to-head to see who's best.

SETTING UP THE WORLD CUP

❒ Play a World Cup tournament with 32 of the 40 teams.

❒ Use the Options menu to customize game settings.

❒ First Round: Teams receive 3 points for a win, 1 for a tie, and 0 for a loss. Top two teams in each grouping advance to Final Round.

❒ Final Round: Single elimination.

❒ Draws: A First Round game can end in a draw. A Final Round game that ends in a draw is settled by an Extra Time period. If the game is still tied, the winner is determined by penalty kicks.

To Set Up a World Cup Tournament:

1. Select WORLD CUP from the Match Select screen.

2. Control Pad ↕ to highlight a team. Press **A** once to select human-control, twice to select computer control (CPU). Select up to 32 teams to be controlled by you or by the computer.

3. Press **START** to advance to First Round-Qualifiers.

NOTE: There are 40 teams represented, but only 32 can play in the tournament. Eight additional teams are highlighted green at the bottom of the team list. If you activate one of these teams, the last-place team from the active team's qualifying zone is bumped from the tournament.

4. **a.** If you want to play the tournament with only the teams that actually qualified (or with the replacements you selected at the Team Select screen), press **START** to advance to First Round Groupings.

   b. If you want to introduce any of the other 8 teams randomly, press **A** to Randomize, then press **START** to advance to First Round Groupings.

5. **a.** If you want to play the tournament with accurate groupings, press **START** to advance to the Fixtures screen.

   b. If you want to create random groupings, press **A** to Randomize, then press **START** to advance to the Fixtures screen.

6. Set half length: press **A**, then Control Pad ↔. Press **A** to confirm.

7. Press **START** to advance to the Controller Select screen.

8. Control Pad ↔ to select the team you want to control. Control Pad ↕ to select the controller configuration with which you want to play. (View the options configurations at the Options menu.)

9. Press **START** to begin the game.

TEAM MANAGEMENT

Control every aspect of your team's performance with Team Management (available in the World Cup and Pause Game menus). From selecting the squad to compete in World Cup 98 to deciding who plays aggressively, you manage your team.

By choosing the right formation, with the right players, you can use a variety of strategies to exploit the opposition's weaknesses. And with

the new In-Game Management and In-Game Tactics settings, you can switch formations and strategy without stopping the action.

NOTE: Be sure to save changes before advancing. Any team changes made from World Cup mode are specific to that tournament and are saved when that tournament is saved.

STARTING LINEUP	Assign starters from your team lineup.
SUBSTITUTE	Substitute your reserves into the game. (Available only at the Pause Game menu.)
FORMATION	Set your team formation.
MAN MARKING	Assign specific marking responsibilities. (Available only at the Pause Game menu.)
STRATEGY	Alter the positioning of the team as a whole.
PLAYER MANAGEMENT	Coach individual players by setting the following 3 options:
POSITIONING	Alter the positioning of individual players on the field.
AGGRESSION	Set the aggression of each player on your team.
ATTACKING BIAS	Set the attacking tendency of an individual player.
KICK TAKERS	Designate players to take corner kicks, penalty kicks, and spot kicks.

IN-GAME MANAGEMENT & TACTICS

In-Game Management (IGM)

Change a team's formation and strategy during play to one of 3 programmable presets (IGM #1-IGM #3). (See below for instructions.) A setting remains permanent until another is activated or a new game is started.

To Program an In-Game Formation:

1. Select Team Management from the Pause Game menu, then select Formation from the Team Management menu. IGM #1 is currently selected.

2. To change IGM #1, set the line type and number of defenders, midfielders, and attackers.

3. To change IGM #2, highlight IGM #1, press **A**, then Control Pad ↔ to activate IGM #2, then press **A** again. Repeat step **2**.

4. Repeat procedure for IGM #3.

5. When your settings are complete, press **START** to advance.

To Program an In-Game Strategy:

1. Select Team Management from the Pause menu, then select Strategy from the Team Management menu. IGM #1 is currently selected.

2. To change IGM #1, Control Pad ↕ to highlight STRATEGY, then Control Pad ↔ to set the level of attack. The strategy you choose for IGM #1 is used in conjunction with the formation you chose for IGM #1.

3. To change IGM #2, highlight IGM#1, press **A**, Control Pad ↔ to activate IGM #2, then press **A** again. Repeat step **2**.

4. Repeat procedure for IGM #3.

5. When your settings are complete, press **START** to advance.

EA TIP: Set formation/strategy combinations to suit a range of potential situations, like full-on attack, balanced attack/defend, and all-out defend.

Your team starts the game with IGM#1 active. You can change any of the programmed formation/strategy combinations at any time during the match.

To change a formation/strategy combination during a match:

1. Hold **Z** and **R** simultaneously.

2. While holding the buttons, press **B** to activate the next In-Game Management setting. (For instance, if IGM #1 is active, press **B** once to run IGM #2 or twice to run IGM #3.)

For strategies and tips on maximizing the In-Game Management and Tactics features, visit our web site at **www.easports.com**.

In-game Tactics (IGT)

In-Game Tactics are a set of micro plays that your team runs at your command.

❏ Offside Trap: Your defensive line moves up to catch your opponent offside.

❏ Through Ball Run: Player sprints on the diagonal to the back of the opponent's defense. Hit him with a breakaway pass.

❏ Wing Back Run: Wing back (or closest player) sprints up sideline. Hit him with a pass or lob before he goes offside.

❏ Attacking Pressure: Players move out of position to pressure the ball carrier. Most goals are scored from turnovers in the attacking third.

To activate Tactic Mode, hold **Z + R** while executing the command. (To exit Tactic Mode, release **Z + R**.)

Offside Trap	**C↓**
Toggle In-Game Management	**B**
Wing Back Run	**C←**
Through Ball Run	**C→**
Attacking Press	**C↑**
Passback Pass	**A** (Tap)
Offball	**A** (Double-tap)

EA TIP: Use the Offside Trap wisely! Your defensive line moves up in a coordinated effort to catch your opponent offside, which may leave you open to a through pass.

Passback Mode

In this mode you can pass to a teammate, retain control of the passer, and command the teammate to pass the ball back.

Return Pass	**A**
Control Player Who Does Not Have the Ball	**A** (Double-tap)
Return Through Pass	**C→**

NOTE: Passback is activated from Tactic Mode and only when in possession of the ball.

PLAYING WITH SKILL

Up the ante with awesome player skill moves.

Skill Mode

Action (Hold Z Button)	Command	Action (Hold R Button)
Fakes	Control Stick	Fakes
Rainbow Kick	**C↓**	Flick-over
Lateral Left	**A**	Lateral Right
Rocastle 360	**B**	Rocastle 360
Sprint	**C←** (tap)	Sprint
Stepover Nutmeg	**C→** (tap)	Double Stepover
Dive	**C↑**	Dive

CUSTOMIZE PLAYERS AND SQUADS

Customize players and squads from the Team Management menu.

❏ Customize player appearances.

❏ Build a player to excel at his position by customizing 13 player skills, like speed, shot accuracy, and endurance.

❏ Change player position.

❏ Use national reserves to build a strong team.

❏ Each player begins with 0 extra points. You must decrease an attribute's point value in order to generate points to increase another attribute.

❏ Save changes with the Save Changes icon.

SAVING AND LOADING GAMES

You can save your World Cup progress and settings at the completion of any match. If you exit the game mode without saving, you lose all progress made during that gameplay session.

NOTE: Never insert or remove a Controller Pak when loading or saving. To ensure saved tournaments remain intact, keep your Controller Pak in Controller 1 the entire time World Cup 98 is running.

To Save a World Cup Tournament:

1. From any World Cup menu after a World Cup match, press **R** to activate the Options icons.
2. Control Pad ↓ to highlight SAVE, then press **A**. The SAVE GAME menu appears.
3. Control Pad ↕ to highlight the slot to which you want to save, then press **A**. The tournament is saved.
4. Press **START** to exit.

To Load a Saved World Cup Tournament:

1. From any World Cup menu, press **R** to activate the Options icons.
2. Control Pad ↓ to highlight LOAD, then press **A**. The LOAD GAME menu appears.
3. Control Pad ↕ to highlight the tournament you want to load, then press **A**. The tournament is loaded.
4. Press **START** to exit.

CONTROLES DE JUEGO BÁSICOS

Estos comandos describen todas las situaciones.

NOTA: Si tiene un Controller Pak conectado al mando 1, puede borrar las partidas guardadas en el mismo utilizando el menú Controller Pak. Para acceder a este menú, mantenga pulsado el botón START cuando encienda la consola.

Comandos generales

Moverse	Palanca de control
Pausa en el juego	**START** (COMIENZO)

Defensa

Entrada a ras de hierba agresiva	**C**↓
Entrada poco agresiva	**B**
Cambio de jugador	**A**
Acelerar	**C**← (pulsar)
Falta intencionada	**C**↑

Ataque

GENERAL

Pasar	**A**
Disparar	**B**
Disparo a romper	**B** (pulsar)
Globo	**C**↓ (pulsar dos veces) (mantener la potencia)
Volea	**C**↓
Acelerar	**C**← (pulsar)
Saltar ante una entrada a ras de hierba	**C**↑
Pase de ataque	**C**→
Modo de habilidad 1/2	**Z** (mantener pulsado)/ **R** (mantener pulsado)

RECIBIR UN PASE

Pase al toque	**A**
Volea al primer toque	**C**↓
Globo al primer toque	**C**↓ (pulsar dos veces)
Pase de ataque al primer toque	**C**→
Disparo al primer toque	**B**
Disparo a romper al primer toque	**B** (pulsar)

Cuando el balón está en el aire

Pase al jugador más cercano	**A**, **B** o **C**↓
Volea alta	**C**↓ (pulsar y mantener pulsado)
Pase de volea	**A** (pulsar y mantener pulsado)
Lanzamiento de volea o chilena	**B** (pulsar y mantener pulsado)
Cabezazo alto (globo)	**C**↓ (mantener pulsado)
Pase de cabeza	**A** (mantener pulsado)
Cabecear a portería	**B** (mantener pulsado)

Para dar un cabezazo:

1. En cuanto el balón esté en el aire, mantenga pulsados **A**, **B** o **C**. El compañero más cercano al lugar en que va a caer el balón se moverá a la posición apropiada para cabecearlo (cuanto antes pulse el botón, más tiempo dispondrá para colocarse adecuadamente).

2. No deje de pulsar el botón hasta que el jugador cabecee el balón. Si suelta el botón, el jugador no golpeará el balón con la cabeza, pero permanecerá bajo su control.

Lanzamiento de falta

MODO NORMAL

Mover la flecha	Palanca de control
El balón sigue la trayectoria de la flecha	**C↓**, **A**, o **B**
Alternar el modo de visualización (Normal/Receptor/Destino)	**C→**
Dar efecto a la izquierda	**L** (mantener pulsado)
Dar efecto a la derecha	**R** (mantener pulsado)

RECIBIR UN LANZAMIENTO DE FALTA

Cambio de jugador	**A**
Globo (con potencia extra para dirigirlo)	**C↓**
Disparo fuerte a un jugador	**B**
Acelerar	**C←**
Alternar el modo de visualización (Normal/Receptor/Destino)	**C→**
Falta intencionada	**C↑**
Dar efecto a la izquierda	**L** (mantener pulsado)
Dar efecto a la derecha	**R** (mantener pulsado)

MODO DESTINO

Globo al destino	**C↓**
Pase al destino	**A**
Lanzamiento potente al destino	**B**
Alternar el modo de visualización (Normal/Receptor/Destino)	**C→**
Dar efecto a la izquierda	**L** (mantener pulsado)
Dar efecto a la derecha	**R** (mantener pulsado)

Saques de banda

❏ Los comandos para los saques de banda son los mismo que se utilizan para lanzar faltas con las siguientes excepciones.

RECIBIR UN SAQUE DE BANDA

Saque largo	**C↓**
Saque corto a un jugador	**B**

MODO DESTINO

Saque alto al destino	**C↓**
Saque medio al destino	**A**
Saque bajo al destino	**B**

Lanzamiento de corners

❏ Los comandos para los lanzamientos de corners son los mismo que se utilizan para lanzar faltas con las siguientes excepciones.

MODO RECEPTOR

Pase cruzado alto al receptor	**C↓**
Cambio de jugador	**A**
Pase cruzado bajo al receptor	**B**
Acelerar	**C←**

MODO DESTINO

Globo al destino	**C↓**
Pase al destino	**A**
Pase cruzado bajo al receptor	**B**

Cuando su portero tiene el balón

GENERAL

Sacar hacia un jugador con la mano	C↓ o A
Sacar a hacia un jugador con el pie	B
Lanzar el balón (vuelve al modo Posesión)	C←

MODO NORMAL

NOTA: Los comandos para los saques de portería son los mismo que se utilizan para lanzar faltas con las siguientes excepciones.

MODO RECEPTOR

Volea	C↓
Cambio de jugador	A
Despejar hacia un jugador	B

MODO DESTINO

Despejar hacia el objetivo	B

Lanzamientos de penalti

LANZADOR

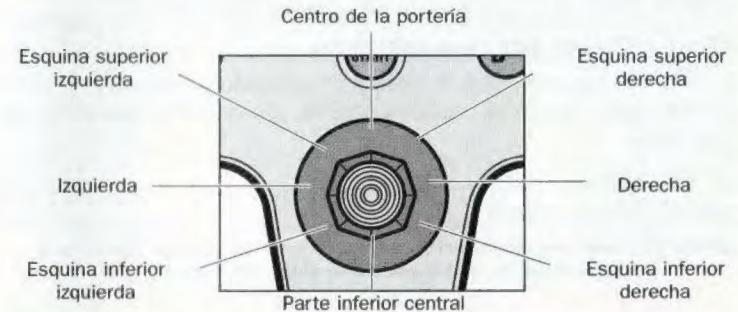|	
Destino del lanzamiento	Palanca de control
Cambiar el lado al que se va a lanzar	C↓
Cambiar al lanzador (no disponible en el modo Lanzamiento de penaltis)	A
Lanzar	B

PORTERO

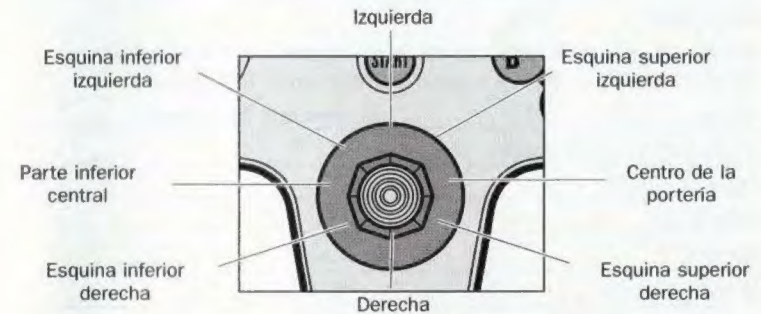|	
Moverse por la línea/elegir lado de la parada	Palanca de control
Intentar detener el balón	C↓, A, o B

Apuntar el lanzamiento

Mientras mantenga pulsado el botón **B** (Disparar), la palanca de control dirigirá la bola en base a la vista de la cámara:

Ayuda EA Para realizar sus propios efectos sonoros tras marcar un tanto o cuando se le concede un gol, pulse **A**, **B**, **C←** o **C↓**.

Centro de la portería
Esquina superior izquierda — Esquina superior derecha
Izquierda — Derecha
Esquina inferior izquierda — Esquina inferior derecha
Parte inferior central

Cámara en el Balón

Izquierda
Esquina inferior izquierda — Esquina superior izquierda
Parte inferior central — Centro de la portería
Esquina inferior derecha — Esquina superior derecha
Derecha

Cámara Lateral

Para activar el modo Táctica, mantenga pulsados **Z** y **R** mientras ejecuta el comando (para salir, suelte **Z** y **R**)

Dejar en fuera de juego	**C↓**
Alternar la gestión del juego	**B**
Correr a la banda	**C←**
Correr tras el balón atacante	**C→**
Presión en todo el campo	**C↑**
Pase en devolución	**A** (pulsar)
Despejar balón	**A** (pulsar dos veces)

Modo Pase en devolución

En este modo puede pasar el balón a un compañero, conservar el control del jugador que lo ha pasado y ordenar al compañero que le devuelva el balón.

Devolver pase	**A**
Devolver pase de ataque	**C→**

NOTA: El pase en devolución se activa en el modo Táctica y sólo cuando se está en posesión del balón.

JUGAR CON HABILIDAD

Suba la apuesta inicial con impresionantes movimientos de habilidad del jugador.

Mantenga pulsado **L** para realizar el movimiento a la izquierda.
Mantenga pulsado **R** para realizar el movimiento a la derecha.

Fintas	Palanca de control
Lanzamiento en parábola	**C↓**
Dejar el lateral	**A**
Girar 360°	**B**
Acelerar	**C←**
Driblin virtuoso	**C→**
Lanzarse en plancha	**C↑**

Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468)
75c per minute (95c for first minute).

In CANADA, dial 900-451-4873
$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

Hotline Menus
P.O. Box 7578
San Mateo, CA
94403-7578

WARRANTY AND SERVICE INFORMATION

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P.O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $30.00.

Electronic Arts Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

EA Customer Warranty Phone: (650) 572-2352

IF YOU HAVE WARRANTY QUESTIONS, you can also contact Customer Warranty via e-mail at cswarranty@ea.com

TECHNICAL SUPPORT—If you need to talk to someone about this product, call us at (650) 578-0316 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. **No hints or codes are available from (650) 578-0316. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.** EA Tech Support Fax: (650) 286-5080

HOW TO REACH US ONLINE

Internet e-mail: support@ea.com
World Wide Web: Access our Web Site at http://www.ea.com
FTP: Access our FTP Site at ftp.ea.com

© 1998 Electronic Arts. EA SPORTS, EA SPORTS logo, and "If it's in the game, It's in the game" are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

Official licensed product of the FIFA World Cup France 98. © The France 98 Emblem and Official Mascot are copyrights and trademarks of ISL. © The Official World Cup FIFA trophy is a copyright and trademark of FIFA. MANUFACTURED UNDER LICENSE BY ELECTRONIC ARTS.

© 1977 FIFA™.

All sponsored products and company names, brand names and logos are the property of their respective owners.